NINTENDO GAMECUBE™

COLOR REFERENCE CHART

PN 46563

PN 46564

Control Decks are available in Indigo (upper left), Jet (upper right), and Platinum (lower left).

PN 46500

PN 46498

Controllers are available in Indigo (upper left), Jet (upper right), Platinum (lower left), Spice (lower middle) and, Clear/Indigo (lower right).

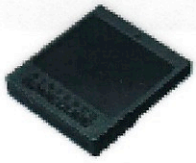
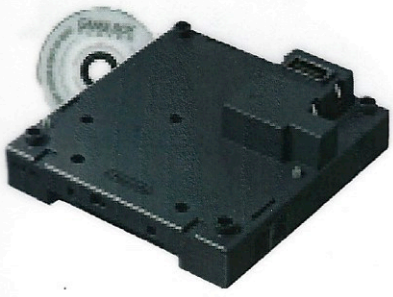
PN 49725

PN 49959

PN 46501

PN 46499

ACCESSORY REFERENCE CHART

Part	Description and Part Number
	Memory Card 59 (PN 46502) The Memory Card 59 is used for saving game-play data. Any game that requires saving of game-play data must use a memory card.
	**Memory Card 251 (PN 47966)** The Memory Card 251 is used for saving game-play data. This memory card holds greater than four times more data than the original Memory Card 59 (see above). Any game that requires saving of game-play data must use a memory card.
	WaveBird™ Wireless Controller (PN 47967-Set, PN 47968-Controller only, PN 47969-Receiver only) The WaveBird is a wireless controller. It has two pieces, the controller and the receiver. You may have four different WaveBird controllers in use on the same Nintendo GameCube without interference. The Wave Bird does not have the "rumble" feature.
	Audio/Video Cable (PN 35846) This is the standard cable used to hook a Nintendo GameCube to a TV or VCR. This is the same cable that was used for the Nintendo® 64 and Super NES®.
	Component Video Cable (PN 46496) This is an optional hook-up, and it is sold separately from the Nintendo GameCube. This cable is used only with higher end TVs and VCRs. This cable only carries a video signal, so the consumer must still use the AV cables for sound.
	AC Adapter (PN 46495) The AC Adapter is used to supply power to the Nintendo GameCube.
	**Game Boy Player (PN 51634 set, PN 51635 Start-Up Disc Only)** The Game Boy Player is an accessory that allows you to play over 1,000 Game Boy, Game Boy Color, and Game Boy Advance games on the Nintendo GameCube. The Start-Up Disc comes with the accessory when it is originally purchased and it is necessary to use the accessory. The Game Boy Player attaches to the bottom of the Nintendo GameCube with screws.

TM and ® are trademarks of Nintendo